

and each player being eligible to receive a prize only after accumulating a predetermined number of bonus points, said device comprising:

a bonus point display for displaying the number of bonus points received by each player at the game table; and

a controller connected to the bonus point display and having first means for causing the display to display an incremented number of bonus points received by each player as new bonus points are received by each player, and second means for causing the display to reset and to display a starting number of bonus points in response to the number of bonus points received by the associated player reaching the predetermined number of bonus points;

a prize display including an indication of at least one prize available to each player who accumulates the predetermined number of bonus points, the prize display including at least one light emitting element associated with each indication, the controller being connected to the prize display and further comprising third means for controlling the light emitting elements associated with the indications on the prize display to indicate the prize received by each player;

a dealer interface unit associated with the dealer of the primary game and positioned on the table adjacent to the dealer, the dealer interface unit including dealer control elements for signaling the controller to display bonus points on the bonus point display;

wherein the bonus point display comprises a player interface unit associated with each player of the primary game and positioned on the gaming table adjacent to the player of the primary game, each player interface unit including a display element to display the number of

bonus points received by the associated player, the second means causing the player interface unit to reset the display element to display the starting number of bonus points;

wherein the player interface unit further comprises a player control element manipulated by the associated player to select the prize;

wherein the dealer control element of the dealer interface unit also signals the controller to activate the player control element at the player interface unit associated with the player who has accumulated the predetermined number of bonus points; and

wherein the player control element used by the player to select the prize is activated at the player interface unit by the controller in response to a signal from the dealer control elements of the dealer interface unit.--

2
--49. (Newly added) The device of claim 48, wherein the controller further

determines when each player has received the predetermined number of bonus points which entitles the player to select the prize; and

wherein the player control element used by the player to select the prize is activated by the controller upon determining that the player has received the predetermined number of bonus points and upon signaling from the dealer control elements.--

3
--50. (Newly added) A device for controlling and displaying each player's progress in an auxiliary incentive game played simultaneously with a primary casino table game directed by a dealer and played on a gaming table, the auxiliary game involving each player receiving bonus points during the course of playing the primary game and each player being eligible to

receive a prize only after accumulating a predetermined number of bonus points, the device comprising:

a bonus point display for displaying the number of bonus points received by each player at the game table; and

a controller connected to the bonus point display for causing the display to display an incremented number of bonus points received by each player as new bonus points are received by each player, and for causing the display to reset and to display a starting number of bonus points in response to the number of bonus points received by the associated player reaching the predetermined number of bonus points;

a prize display including an indication of at least one prize available to each player who accumulates the predetermined number of bonus points, the prize display including at least one light emitting element associated with each indication, the controller being connected to the prize display, the controller further controlling the light emitting elements associated with the indications on the prize display to indicate the prize received by each player;

a dealer interface unit associated with the dealer of the primary game and positioned on the table adjacent to the dealer, the dealer interface unit including dealer control elements for signaling the controller to display bonus points on the bonus point display;

wherein the bonus point display comprises a player interface unit associated with each player of the primary game and positioned on the gaming table adjacent to the player of the primary game, each player interface unit including a display element to display the number of

bonus points received by the associated player, the controller causing the player interface unit to reset the display element to display the starting number of bonus points;

wherein the player interface unit further comprises a player control element manipulated by the associated player to select the prize.--

⁴
~~--51.~~ (Newly added) The device of claim ³~~50~~, wherein the controller further determines when each player has received the predetermined number of bonus points which entitles the player to select the prize; and

wherein the player control element used by the player to select the prize is activated by the controller upon determining that the player has received the predetermined number of bonus points and upon signaling from the dealer control elements.--

Sub F17 --52. (Newly added) A method for a plurality of players to play an auxiliary game in conjunction with playing a card game with a plurality of cards, the method comprising:

providing the card game and the auxiliary game, the card game including bonus events, and the auxiliary game including a plurality of successive tiers of bonus levels, at least one from the plurality of successive tiers of bonus levels being a starting level and at least one from the plurality of successive tiers of bonus levels being a prize level for which a prize is awarded, each of the plurality of players having a player bonus level, the player bonus level being selected from the plurality of successive tiers of bonus levels;

providing a bonus point display for displaying the bonus level of each of the plurality of players, the bonus point display comprising a plurality of player interface units, each of the

Serial No. 08/918,944
Docket No. TSX0001-CPA

plurality of player interface units being associated with one from the plurality of players, wherein each of the plurality of player interface units includes a display element and a player control element manipulable by the associated player to select the prize; and

providing a controller connected to the bonus point display for causing the display to display the bonus level of each of the plurality of players, and for causing the display to reset and to display the starting level in response to the bonus level of the associated player reaching the prize level;

providing a prize display, the prize display including an indication of at least one prize available to each player reaching the prize level and at least one light emitting element associated with each indication, wherein the controller is connected to the prize display, the controller further controlling the light emitting elements associated with the indications on the prize display to indicate the prize received by each player;

providing a dealer interface unit associated with the dealer of the primary game, the dealer interface unit including dealer control elements for signaling the controller to display the bonus level for each player on the bonus display;

initiating play of the card game;

at least one of the bonus events occurring, the at least one of the bonus events being associated with one from the plurality of players;

displaying the bonus level of each of the plurality of players;

upon the at least one bonus events occurring, providing to the one from the plurality of players an option to select to advance at least one tier the player bonus level of the one from the plurality of players;

DI
cont

receiving a selection of the option to select to advance at least one tier; and
if the one from the plurality of players advances to the prize level, the controller
causing the player interface unit to reset the display element to display the starting level;
the dealer control elements of the dealer interface unit signaling the controller
to activate the player control element at the player interface unit associated with the
player reaching the bonus level;
the controller activating at the player interface unit in response to a signal from
the dealer control elements of the dealer interface unit
the player reaching the bonus level manipulating the player control element to
select to generate the prize; and
generating the prize for the one from the plurality of players from a plurality of
random prizes.--

--53. (Newly added) The method of claim 52, further comprising:
the controller determining when each player has reached the bonus level, the bonus
level entitling the player to select the prize; and
the controller activating the player control element to select the prize upon determining
that the player has reached the bonus level and upon signaling from the dealer control
elements.--

1 ~~54.~~ (Newly added) A device for play of an auxiliary incentive game by a plurality of players simultaneously with a card game played with a plurality of cards by the plurality of players, the device comprising:

a plurality of manipulable player interface units, each of the plurality of player interface units associated with one from the plurality of players, and each of the plurality of player interface units including a display element to display the number of bonus points accumulated by the associated player; and

a controller operatively coupled to each of the plurality of player interface units, the controller controlling the display element of each of the plurality of player interface units;

wherein the card game includes at least one card game bonus event, wherein the auxiliary game includes providing an option for one from the plurality of players to select to receive a bonus point in the auxiliary game upon occurrence of the at least one card game bonus event, such that each of the plurality of players has a number of bonus points, and wherein one from the plurality of players is provided a prize upon accumulating a predetermined number of bonus points and the bonus points of the one from the plurality of players is reset to a starting number of bonus points upon accumulating the predetermined number of bonus points;

wherein the controller causes the player interface unit to reset the display element to display the starting number of bonus points;

wherein the player interface unit is manipulated by the associated player to select the prize.--

⁸~~55~~. The device of claim ⁷~~54~~, further comprising:

a dealer interface unit operatively coupled to the controller for signaling the controller;
wherein the dealer control element of the dealer interface unit signals the controller to
activate the player interface unit associated with the player who has accumulated the
predetermined number of bonus points; and
wherein the player interface unit is activated by the controller in response to a signal
from the dealer interface unit.

DI
Cont
--56. (Newly added) The device of claim 54, wherein the occurrence of each of the
card game bonus events includes the one from the plurality of players selecting to use the
preselected card in the auxiliary game.--

--57. (Newly added) The device of claim 56, wherein the card game includes at least
one preventive event, the at least one preventive event preventing the one from the plurality of
players selecting to use the preselected card in the auxiliary game.--

--58. (Newly added) The device of claim 57, wherein the card game includes a bust
event, and wherein the at least one preventive event includes the preselected card triggering a
bust event.--

¹¹⁰~~59~~. (Newly added) The device of claim ⁷~~54~~, wherein each of the plurality of player
interface units further comprises a player control element, the player control element including

a selector, such that a selection of the prize is receivable from the associated one from the plurality of players.--

¹¹
~~60~~ (Newly added) The device of claim ¹⁷~~54~~, wherein the prize is selected from a plurality of predetermined prizes, the device further comprising a prize display operatively coupled to the controller, the prize display displaying the plurality of predetermined prizes.--

¹²
~~61~~ (Newly added) The device of claim ¹¹~~60~~, further comprising a randomizer operatively coupled to the controller, the randomizer randomly selecting the prize from the plurality of predetermined prizes.--

³
~~62~~ (Newly added) The device of claim ¹²~~61~~, wherein each of the plurality of predetermined prizes has an associated probability of selection.--

¹⁴
~~63~~ (Newly added) The device of claim ¹²~~62~~, wherein each of the plurality of predetermined prizes has an associated value and an associated probability of selection, the associated value of each of the plurality of predetermined prizes varying inversely with the associated probability of selection.--

¹⁶
~~64~~ (Newly added) The device of claim ¹~~63~~, further comprising a speaker, wherein the speaker generates a noise upon the prize being awarded.--

¹⁷
~~65~~. (Newly added) The device of claim ⁷~~54~~, further comprising flashing lights, the flashing lights flashing upon the prize being awarded.--

¹⁵
~~66~~. (Newly added) The device of claim ¹¹~~60~~, wherein the prize display includes a plurality of lights, at least one from the plurality of lights corresponding to each of the plurality of predetermined prizes.--

⁹
~~67~~. (Newly added) The device of claim ⁸~~55~~, wherein the dealer interface unit includes a display for displaying data regarding the auxiliary game.--

REMARKS

This application is a Continued Prosecution Application (CPA) of U.S. patent application Serial Number 08/918,944 filed August 25, 1997. This Preliminary Amendment cancels all pending claims from the parent application and enters new claims 48-67. It is respectfully requested that this Preliminary Amendment be entered prior to calculation of the fee and prior to initial examination on the merits.

New claims 48-49 correspond to claims 17-18 of U.S. Application Serial No. 09/296,408 filed April 23, 1999, which also claims priority to the parent application (S.N. 08/918,944) for this CPA. It is respectfully noted that the nonfinal Office Action mailed November 23, 1999, in S.N. 09/296,408 indicated that claims 17-18 would be allowable, but were rejected on the basis of double patenting with the parent application for this application. Claims 17-18 have been canceled without prejudice or disclaimer in S.N. 09/296,408 for